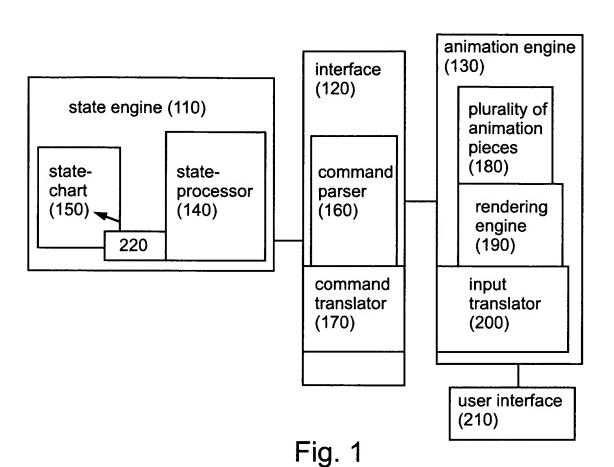
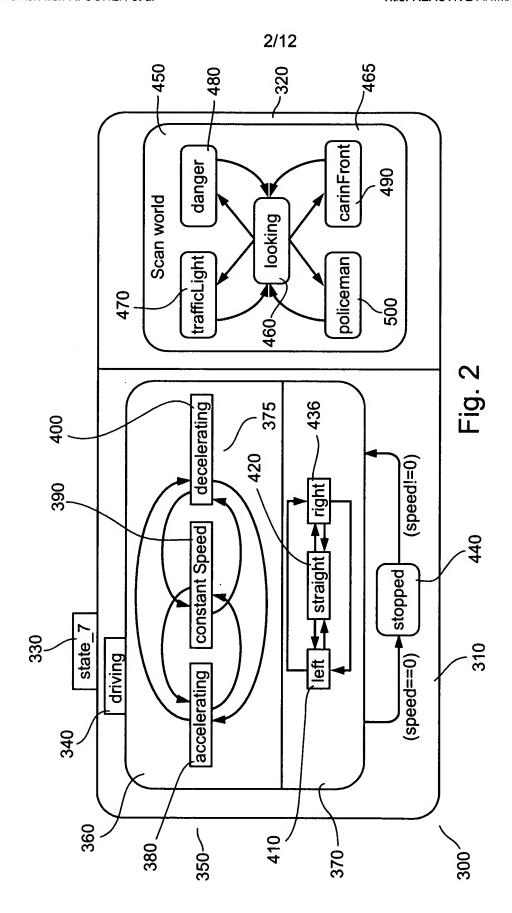
Attorney Docket No. 30070 Title: REACTIVE ANIMATION





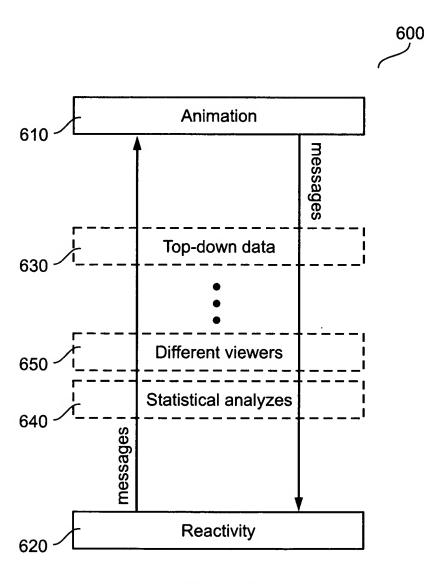


Fig. 3

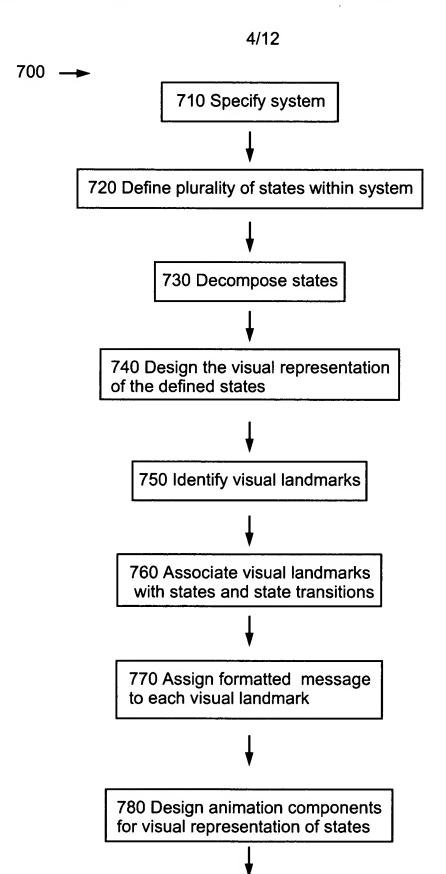


Fig. 4

REPLACEMENT DRAWING

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790 Assign animation components to visual representation of states via scripting language

800 Define functionality which enables the interface to send messages and receive messages from the state engine and from the animation engine

810 Define functionality which enables interface to parse message

820 Parsed messages sent from state engine are translated and applied to animation engine to control animation components

830 A channel of communication is applied to the state engine, and the animation engine

840 Synchronization is done between the state engine and the animation engine

850 User input is iteratively included

Fig. 4 (Cont.)

REPLACEMENT DRAWING

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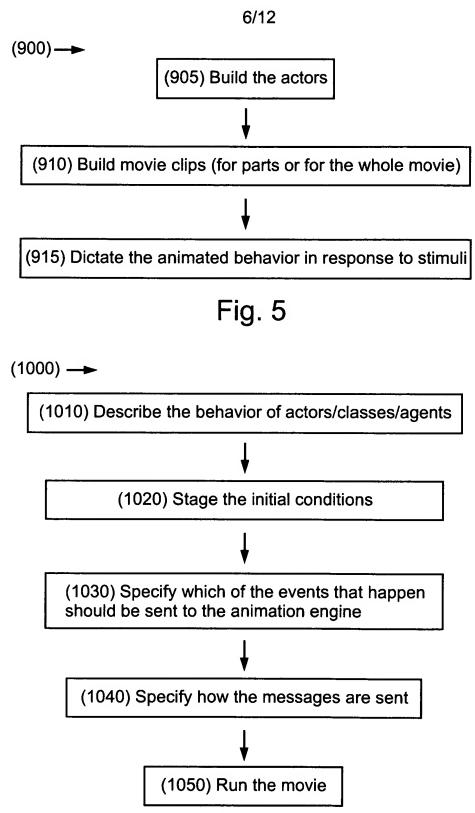
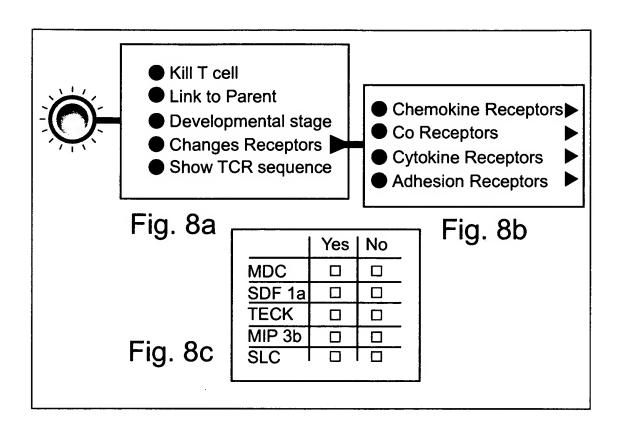


Fig. 6

7/12 Relevent Statecharts CD4 high Fig. 7b LECK gradient ↓ Move left Fig. 7a 6 Instantiation of theory (Statechart of figure 2) Conclusion Fig. 7c Profileration

REPLACEMENT DRAWING

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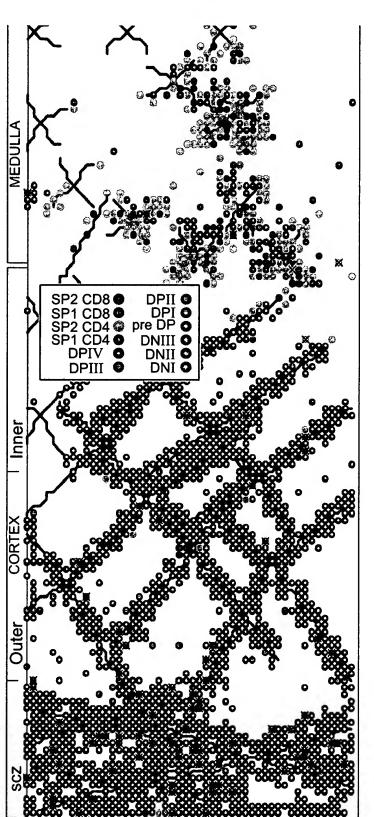
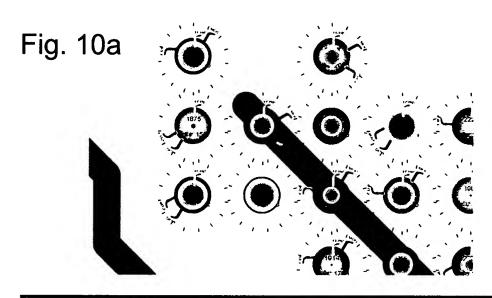
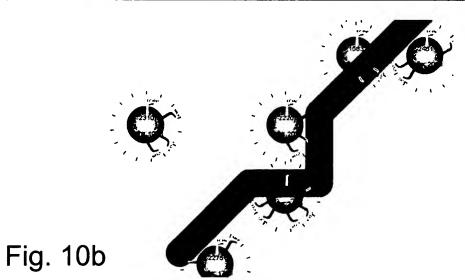


Fig. 9

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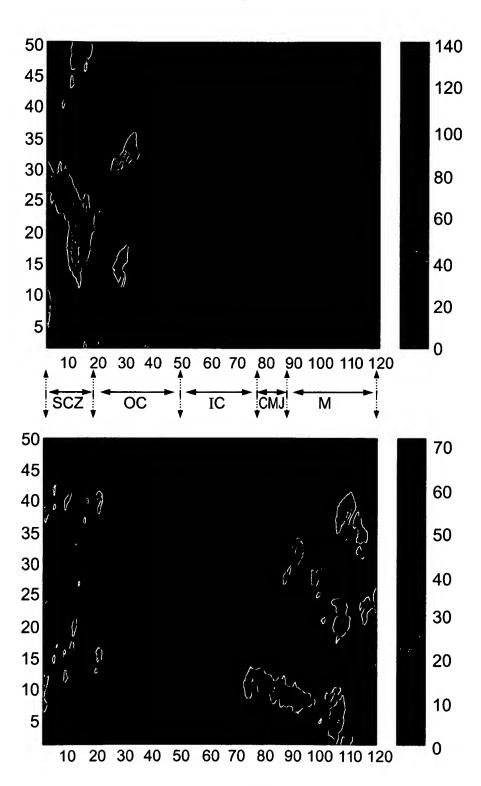


Fig. 11

